

BATTLEFIELD AWARENESS UNDERSTANDING THE FULL REQUIREMENT

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*“Information is the currency of
victory on the modern battlefield”*

Gen Gordon Sullivan, Then CSA

The requirement is to get the right information to the right people at the right time and to present it in a manner that its significance and implications for your forces and missions are immediately apparent and understood.



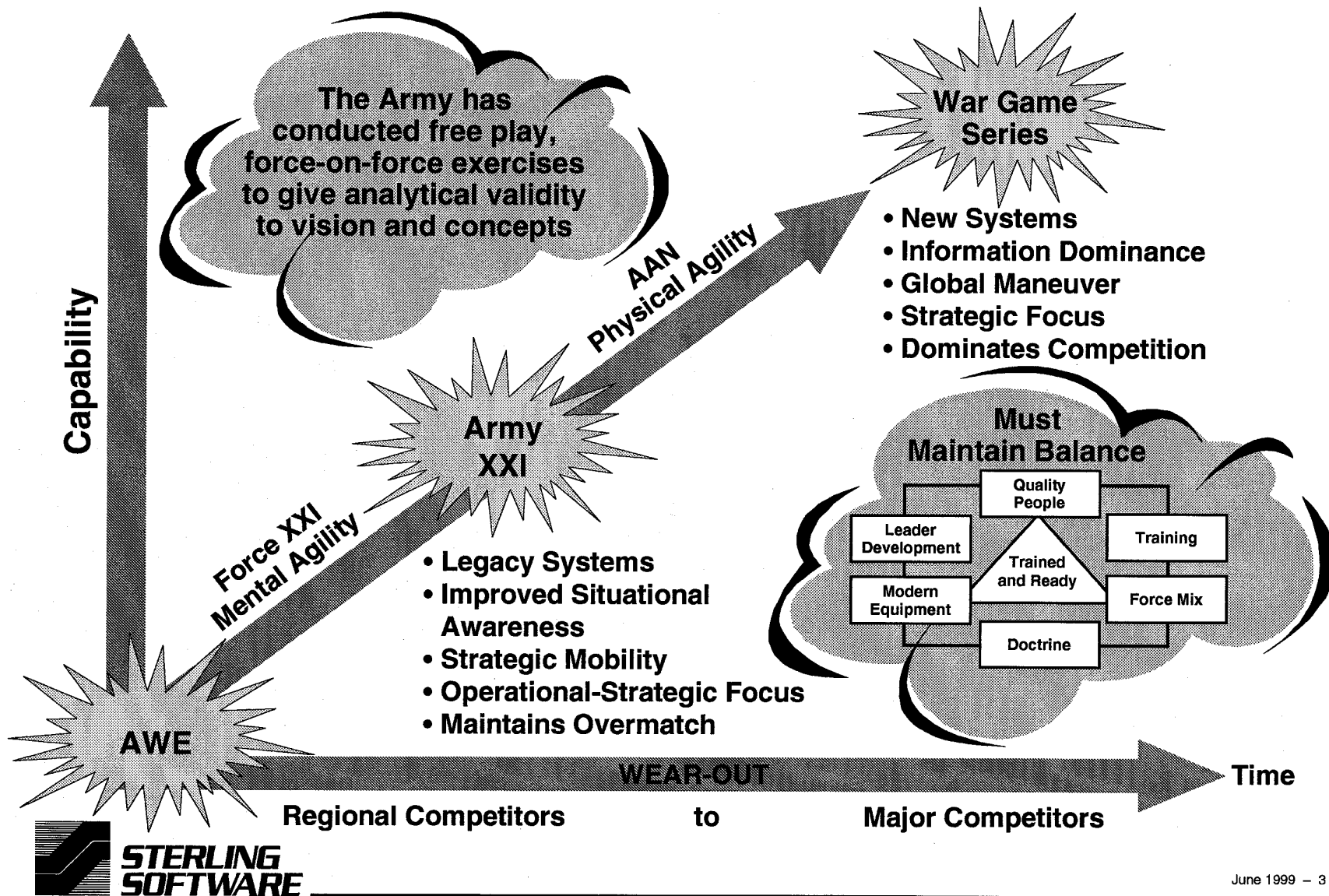
**STERLING
SOFTWARE**

U.S. Army Requirements Process

- The U.S. Army has a Concept-Based Requirements System (CBRS) in which the intellectual process of developing an underpinning operational concept precedes the physical process of developing new systems. This intellectual process ensures you understand what you need and how it fits within your overall operational or warfighting schema. It addresses the following key factors:

D – Doctrine
T – Training
L – Leader Development
O – Organizational Implications
M – Materiel
S – Soldiers

The Path to AAN Begins with the Advanced Warfighting Experiments and Passes through Army XXI



Goal of Force XXI

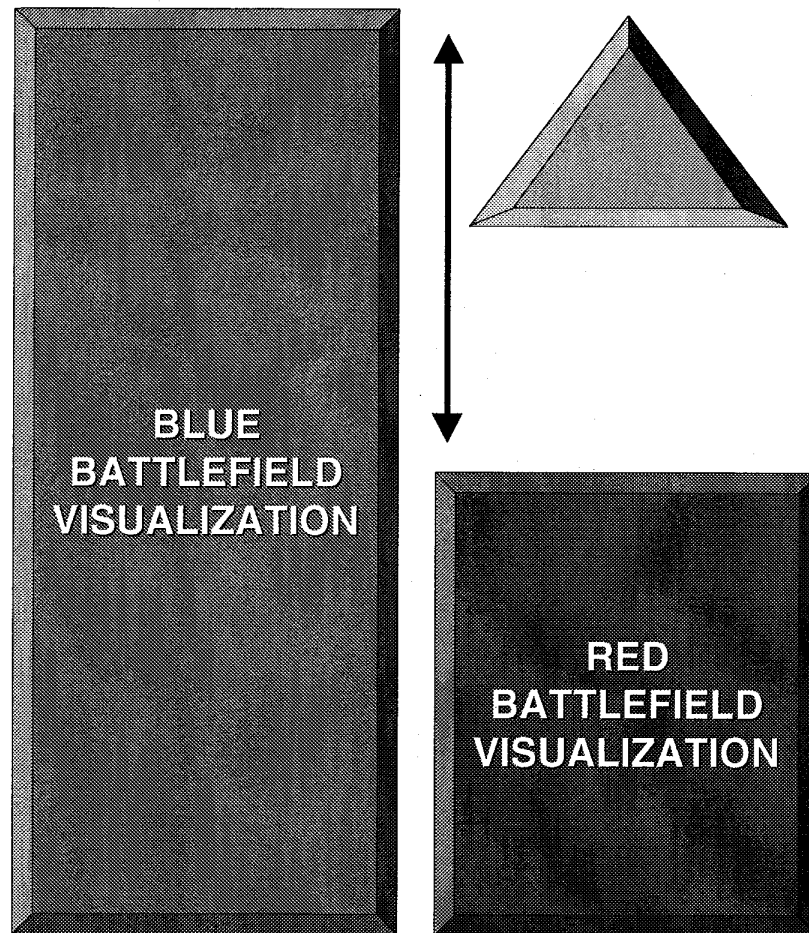
- To enable the US Army to advance into the 21st Century as a land combat force that is more lethal and survivable and can control the operations tempo in any future conflict through enhanced Battle Command and information dominance. It is capable of:
 - Simultaneous planning and execution of multiple operations;
 - Always maintaining the initiative; and
 - Forcing the enemy to operate from significant disadvantage or quit

Mental Agility

“The ability to leverage information dominance and enhanced Battle Command to act and react significantly faster than your opponent based on a clear and current understanding of the battlespace and the enemy – to keep the enemy always at risk and preclude him from responding effectively.”

Menoher, '98

Information Dominance



= Information Dominance

- The aggregate of Information Operations activities that create an **advantage**
- Not just in the **amount** of information but in the relative capacity for **Battlefield Visualization**
- The Commander's **understanding** of his **current state** in relation to the **enemy** and the **environment...** **and...** his ability to see these in the context of a **desired end state...** **and...** his ability to visualize the **sequence of activity** that will move his force from its current state to its desired end state

Battle Command

- The art of decision-making, leading and motivating soldiers and their organization into action to accomplish missions. *It includes visualizing the current state and desired future state, then formulating the concept of operation to get from one to the other at least cost.*

(FM 100-5, Jun 93, and TRADOC PAM 525-5, Aug 94)

Changing Nature of Battle Command

BEFORE

- Vertical
- Hierarchical
- Sequential

DIGITIZED

- Integrated
- Collaborative
- Concurrent/NRT

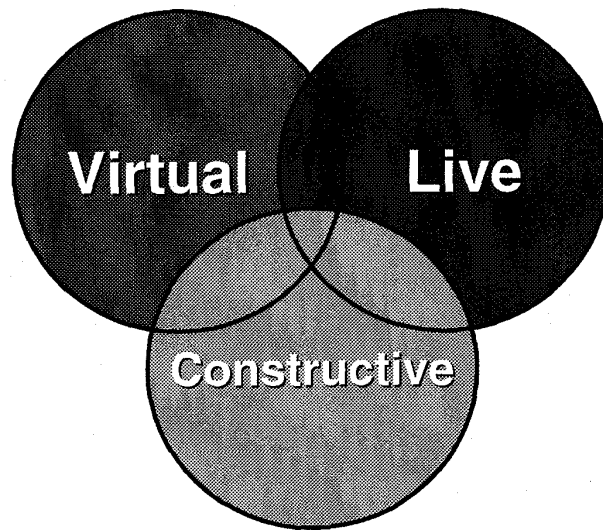


Battlefield Visualization

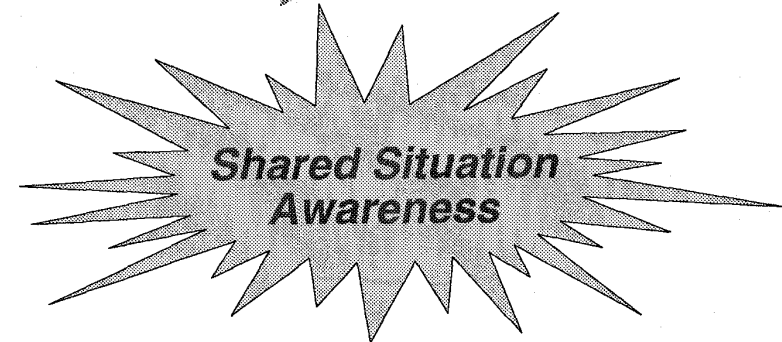
- “The process whereby the commander develops a clear understanding of his current state with relationship to the enemy and the environment, envisions a desired end state, and then subsequently visualizes the sequence of events that will move his force from the current state to the desired end state.”

(TRADOC PAM 525-70, Oct 95)

Battlefield Visualization Our Objective



Today



Drive Live, Virtual and Constructive environments into one coherent architecture for America's Army, using the Army Technical Architecture as our guide

***One system to train for, plan, wargame,
rehearse, and execute operations***

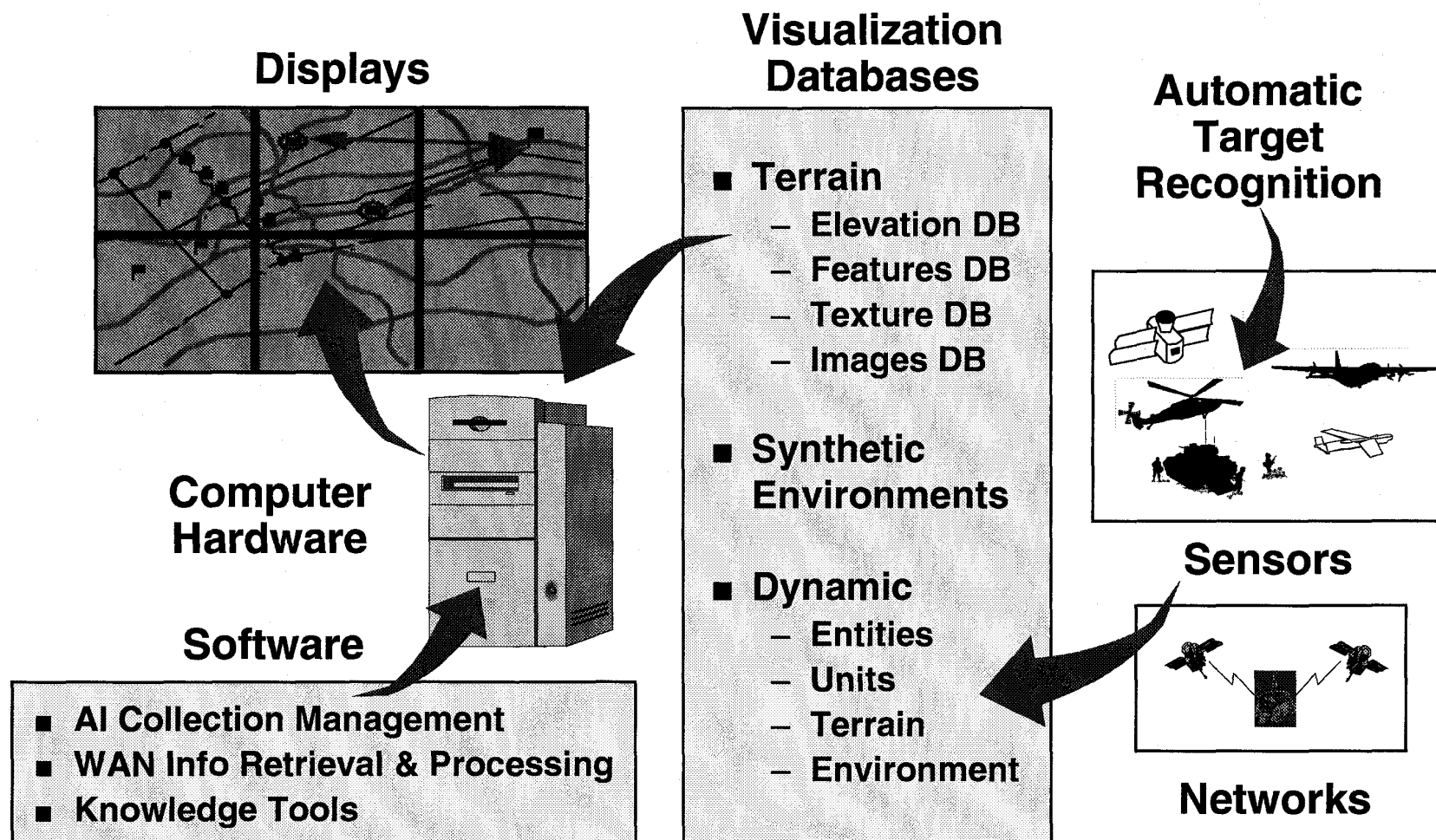


**STERLING
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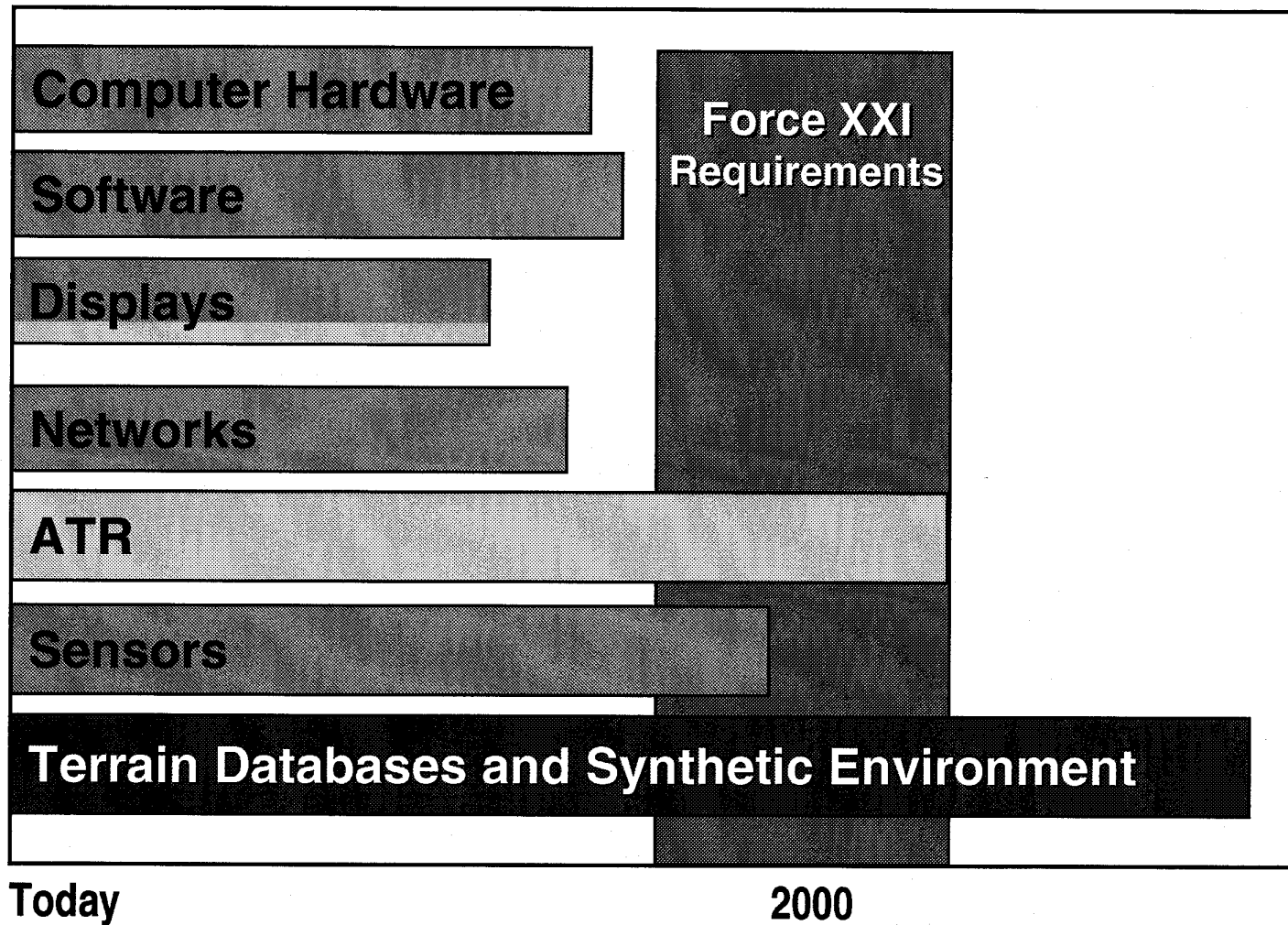
Major Issues

- Requirement for high resolution DTED
- Interoperability and integration of non-, partially, and differently digitized units
- Leader development
- Perishable skills
- Requirement for synthetic training environments to develop, then maintain, requisite skill levels for leaders and operators

Battlefield Visualization Enabling Technologies



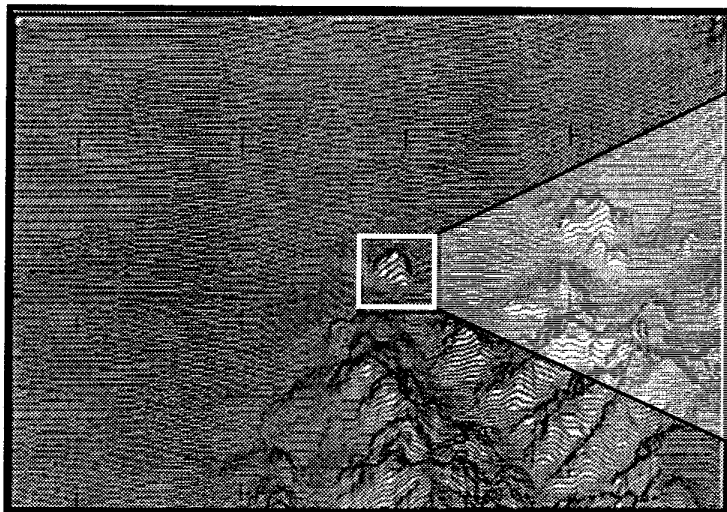
Technology Maturation Support to Battlefield Visualization



Digital Terrain Data

Two Problems: Resolution & Coverage

DTED Level 1 (100 meter)



- **Planning-level data (world-wide)**
Levels 1 (100m) and 2 (30m)



- **Coverage 66%**



- **< 3%**

DTED Level 4 (3 meter)











- **Operation-specific areas require higher resolution data**
Levels 3 (10m), 4 (3m), and 5 (1m)



- **Virtually Nonexistent**

Uses for Hi-Res DTED

FUNCTION	DTED 1	DTED 2	DTED 3	DTED 4	DTED 5
<ul style="list-style-type: none"> • Planning • IPB • Msn Rehearsal <ul style="list-style-type: none"> – J/G-Staff – S-Staff – Air (Nap of the Earth) – Vehicle (2m obstacle) – Soldier (1m survivability) • Targeting 					
					
					
					
					
					
					
					

The lower the echelon, the higher the required resolution

Interoperability Issues

- Defense budgets and time will not permit fielding of digitized Battle Command and intelligence systems with the same level of technology to the entire force
- There will never be a steady state; change and evolution will be constant
- There will always be legacy systems
- There will always be units with the latest technology the Army can field (“Haves”) and units with varying degrees of less capable systems, if anything (“Have Nots”)

Challenge

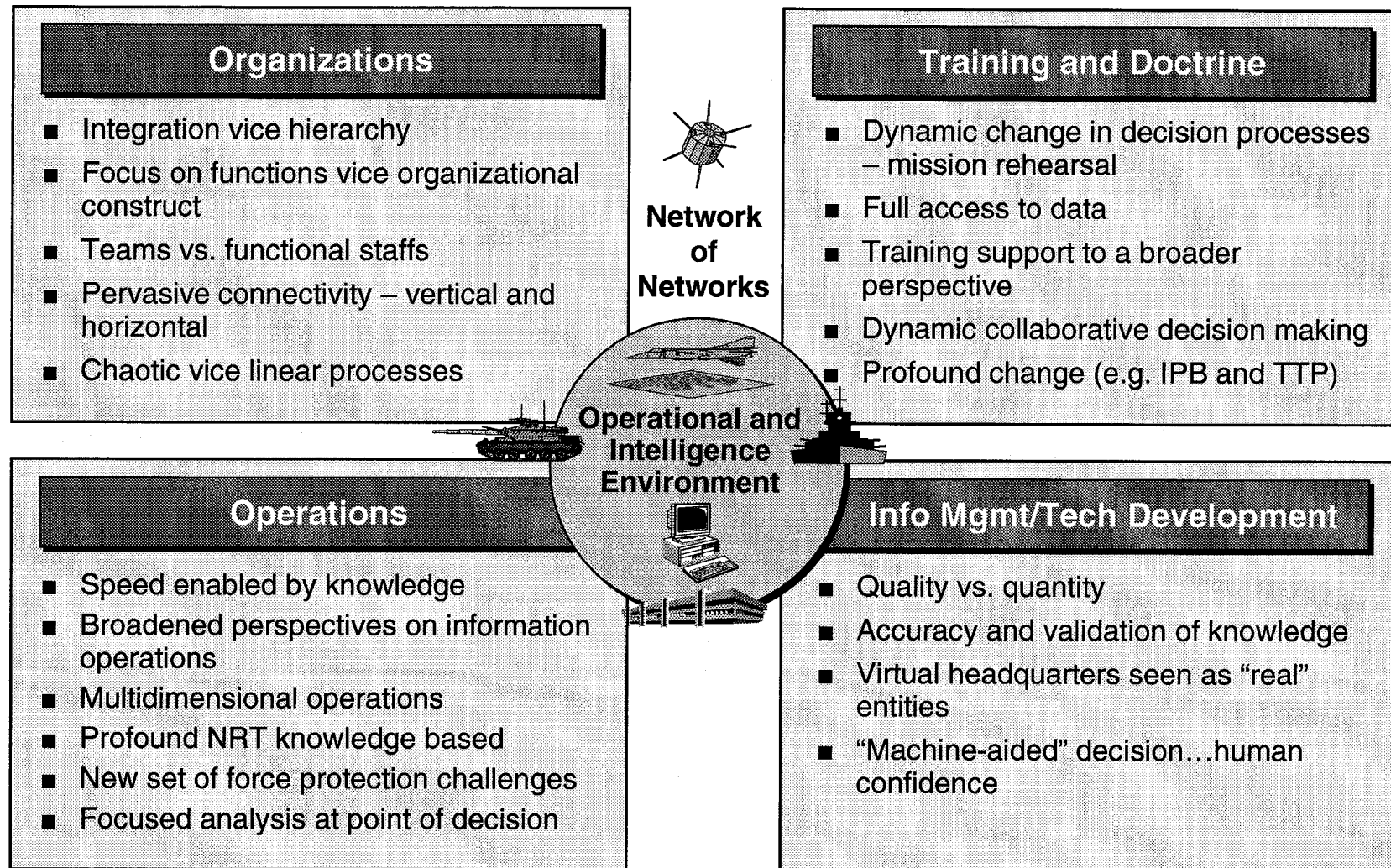
- To find an affordable way to provide “Have Nots” with the minimum essential, interoperable, digitized Battle Command and intelligence systems to enable them to learn how to operate and leverage information age technology to achieve information dominance and mental agility

Leader Development Challenge

- Leaders must understand what digitized systems can and cannot do and learn to trust them and the information they provide
- They must also learn how to exploit enhanced situational awareness to recognize battlefield conditions and dynamically synchronize their combat power to exploit opportunities
- They must maintain focus through their commander's intent and CCIR

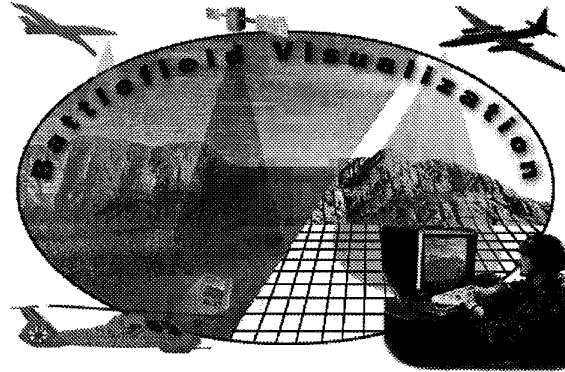
Meeting the Challenge

Understanding Decision Implications in the Information Age



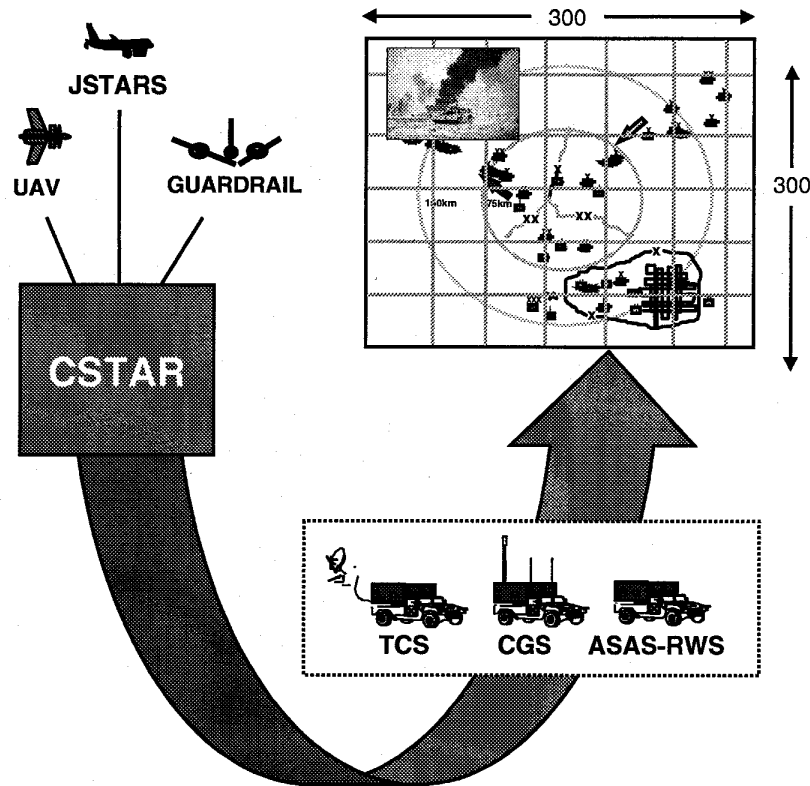
Perishable Skills

- Digital skills of leaders and operators are extremely perishable
- A “one time” pass through a training institution and/or a “Have” unit is not enough to maintain these skills
- We must develop high fidelity, synthetic training environments to support individual and collective training of these skills in garrison



Actions Being Taken

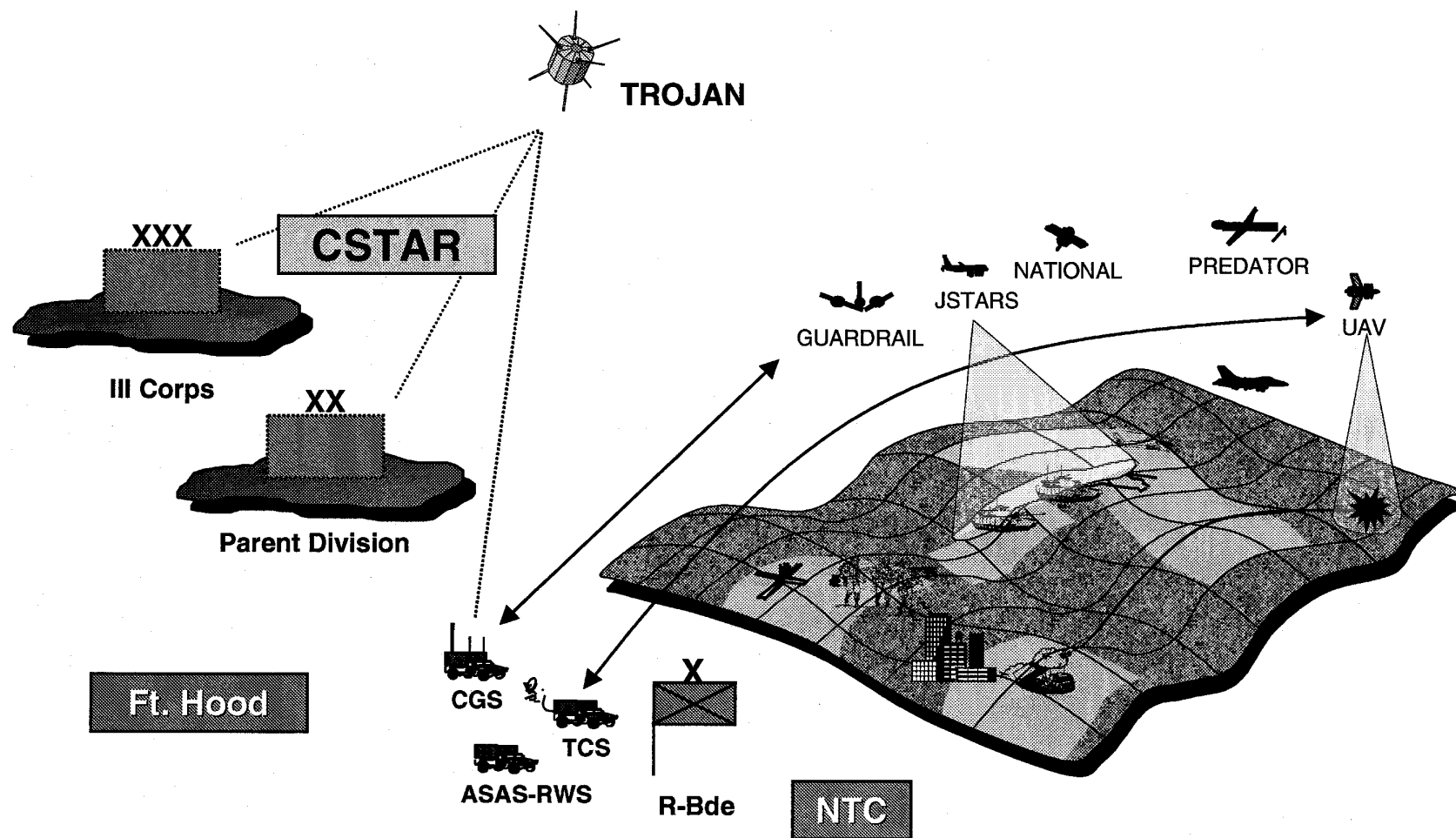
Synthetic Training Environment



Combat Synthetic Training Assessment Range (CSTAR) – Phase I

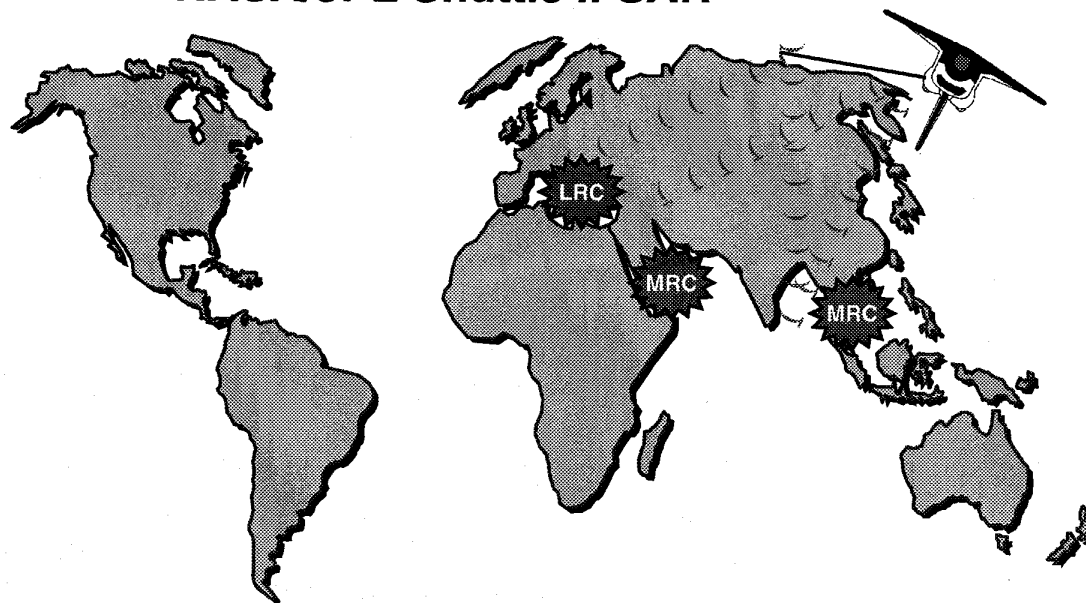
- Merges live play and constructive simulation into coherent 300 x 300 km virtual scenario
 - Employs realistic collection models
 - Supplements or supplants scarce sensors
- Enables battle command training
 - Responsive to commander directions
 - Fuels fires and maneuver integration
- Supports new equipment fielding
 - CGS, TCS, ASAS-RWS

NTC – Ft Hood (Phase 1)

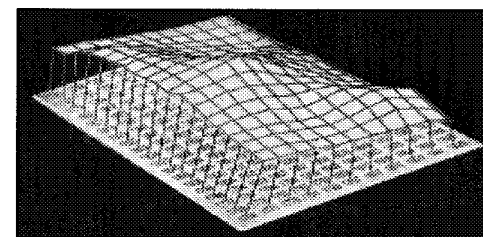


Digital Terrain Elevation Data

NASA/JPL Shuttle IFSAR



The Shuttle Can
Provide DTED Level 2
Coverage of 80% of the
World's Surface,
In A Single Mission

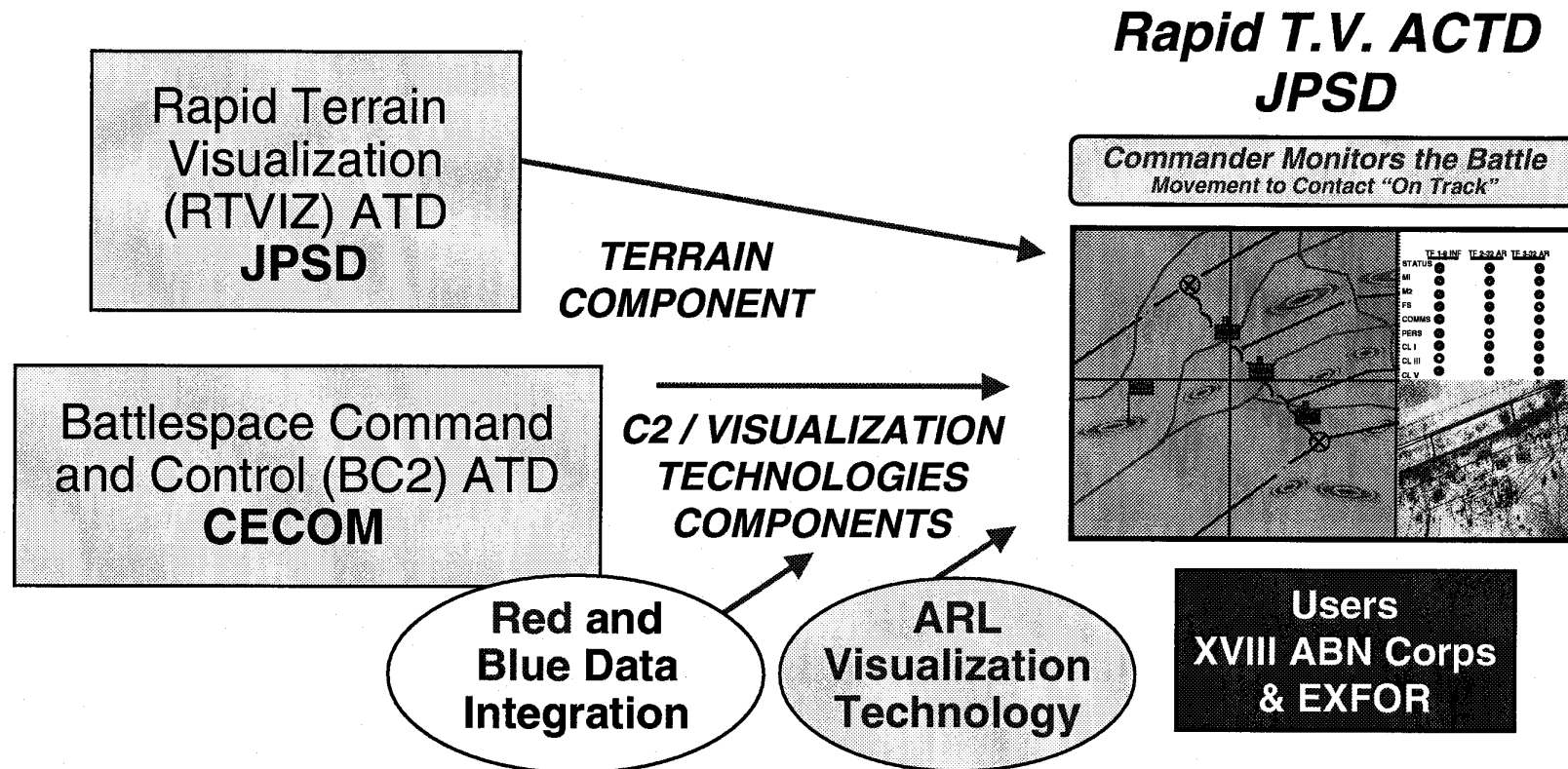


- ! JROC-Approved; PBD Approved; Shuttle Flies in '00, Data in '01
- ! DTED Is a Significant Shortfall--Not Currently Available
In the Resolution or Timelines Required by the Warfighter
- ! DTED Level 2 Data (30M Post Spacings) Will Provide a Robust
Standardized Database for Mission Planning and Crisis Response
- ! An Enabling Technology for Battlefield Visualization

DTED Level 4, 5 (3m and 1m Post Spacings) Required for Operations



Rapid Terrain Visualization ACTD Components



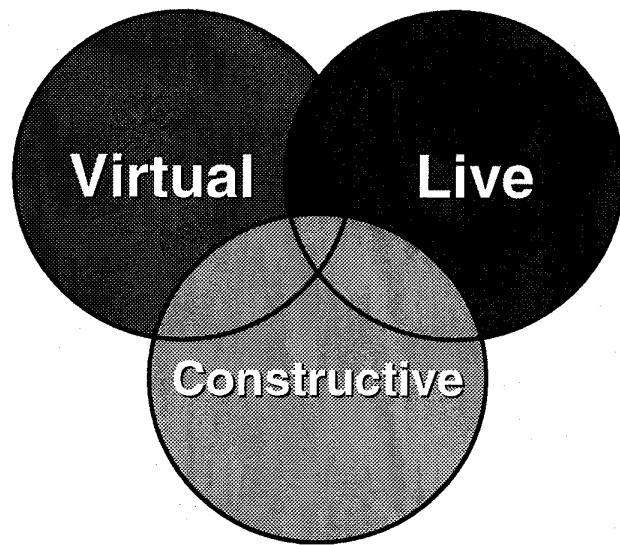
Goal: To rapidly collect and generate high resolution terrain data in time to support force projection operations and to integrate current situational data and mission planning and rehearsal capabilities.

Value Added

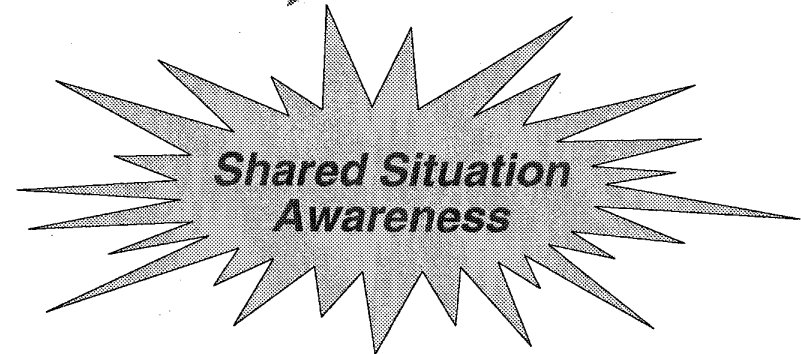
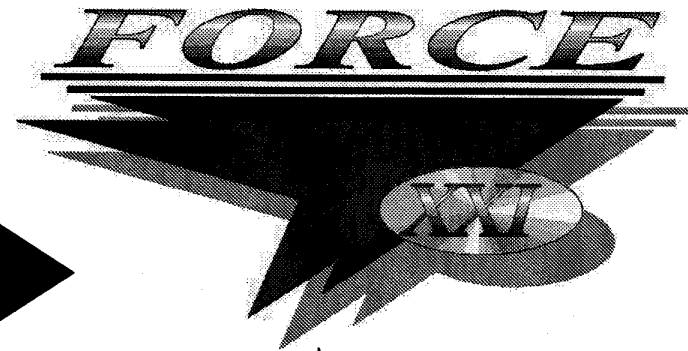
- Merge ATCCS inputs in a single platform, output to large screen displays where appropriate or individual private displays for commanders on the move!
- Move battlestaffs (S/G/J) into the 21st century...“yellow stickie” wargaming on paper maps replaced by competitive force engagement in 3D on high resolution, virtual replication of the battlespace...artificial intelligence aided analysis...objectivity replaces subjectivity
- Enable every commander to see his battlespace, the array of friendly and enemy forces on it, and to plan, wargame and rehearse before ever making contact with the enemy
- Reduced uncertainty—replace subjectivity with objectivity, *across all BOS*

Battlefield Visualization

Our Objective



Today



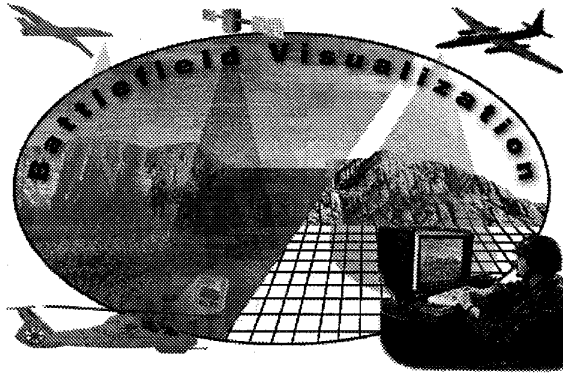
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Conclusion

- Digitization and enhanced Battlefield Awareness stand to bring about many advances in Battle Command and overall warfighting capabilities
- However, integrating and optimizing digitization and fully leveraging battle awareness are complex tasks encompassing many more challenges than simply acquiring new systems
- There is much more involved in articulating requirements than merely writing system specifications or introducing new technologies
- Thinking through the DTLOMS provides a good start to understanding the full requirement



Backups

Commander Monitors the Battle

Movement to Contact "On Track"
Situational Awareness—Red, Blue, Terrain, Weather



**BPV arguably
the largest
"Crowd Pleaser"
at Army
Enterprise,
AE III**

Common Ground Station Screen

